
Title: Wind Constitution I

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THE WIND CONSTITUTION

I. Preamble

We, the people of the
City-State Wind, in
order to form a more

stable and just
government, free
from the outside
world of Britannia,
provide for common
defense, promote,
support, and
strengthen Wind, do so

create this
Constitution.

II. The Three Branches of Government

The Government of

Wind consists of The
Parliament, The
Govenor, and The
Wizard Guard. The
Parliament works with
the Govenor in
creating quests,
events, and in some
cases, laws. The
Wizard Guard acts as
Wind's mobile elite
armed forced, and as
escorts for
non-citizens visiting
Wind.

III. The Parliament

A. The Parliament
consists of two castes:

the Thespians and the Seneshals. When anyone becomes a citizens of Wind, they join one of the two castes. Essentially, the two sides of Parliment are alike politically. Duty wise, however, the Seneshals focus on combat events (such as wars and tournaments), Merchantile events (such as auctions, and faires) and the like; while the Thespians focus on storyline-oriented events (such as murder investigations, artifact recovery, and story nights), and working with other governments or guilds in assistance with larger plots (such as forming alliances, and shard-wide quests). The Thespians and Seneshals are each headed by three leaders who sit on the Council.

Thespian Leaders:

1. Oracle
2. Ambassador
3. Sage

Seneshal Leaders:

1. Wizard Marshall
2. Financier
3. Magistrate

B. Each Leader may also appoint an assistant to help in his or her duties.

C. Leaders of the Parliment are elected twice a year - Once in January and once in July. This election should be a simple, straight forward popular vote, and should be started and finished in one night. It basicallly consists

of anyone who wishes to run as a Parliament Leader announcing it, and then a vote being taken by the corresponding Caste.

IV. The Wizard Guard

The Wizard Guard is headed by the Wizard Marshall, and should it become necessary, they are the only branch of Wind allowed to have a separate stone for members. Their duties include the following, but aren't necessarily limited to them:

1. Protecting any outsider visiting Wind
2. Defending the City-State of Wind in the event of a war.
3. Protecting Wind's citizens from the dangers that lay in the outskirts of the city.

V. The Govenor

The Govenor is chosen six times every year from one of the six leaders of the Parliament. This occurs on the first day of the month in: January, March, May, July, September, and November. The Parliament leader in command is different each time. It rotates. Starting with the Oracle, then the Wizard Marshall, Ambassador, Financier, Sage, and finally the Magistrate. In this manner, each of the six leaders of Parliament should be in control for two

months each year. As an alternative if *every* Parliament Leader agrees, the current Govenor may stay on for another term if he or she so wishes. Also, should a Parliament Leader not wish to become Govenor, he or she may pass the responsibility on to the next Parliament Leader in line to be in charge. When the change in power occurs, it is by title only. The new Govenor does not gain control of Wind's town stone. However, he or she does gain all responsibilities and powers of Govenor.

A. Duties of the Govenor

1. The Govenor shall appoint a Leutinent Govenor to act on his or her behalf in the case of absence or departure from Wind, who can be any member of Parliament, The Council, or the Wizard Guard.
2. The Govenor shall preside over all meetings of the Wind government; keeping the proceedings orderly and efficient.
3. The Govenor shall have the final approval of all quests, events, and stories involving Wind.
4. The Govenor should continue to do his or her duties as a Parliament Leader, even while Govenor.
5. Deliver a 'State of Wind' address. This address should be given at least once between the Govenor's

appointment and the next change of power.

It should consist of the Govenor's general plans, as well as discussing any problems/issues regarding Wind.

6. Should the need arise, the Govenor can expand the number of Parliment Leaders by creating new positions and appointing new members to these positions. This should only be used sparingly, as it can upset the balance of power between the Thespians and the Seneshals.

VI. Council Meetings

The "Wind Council" consists of the six leaders of Parliment, their assistants, the Govenor, and Leutinent Govenor.

A. Required Presence

For meetings to take place, the Govenor or Leutinent Govenor as well as at least 3 Parliment leaders, or their assistants must be present.

B. Schedule of Meetings

Meetings should be held Tuesday evenings at 9PM CST.

This time can be ammended by the Govenor should the need arise. Meetings should be public or private, on a rotating basis or declared private or public by the Govenor. The public meetings should be open to all

(the idea being that anyone from Britannia can come and give suggestions, and watch Wind in operation), while the private meetings should be for the Council to work on events and quests.

C. Meeting Agenda

1. Opening by Govenor
2. Report by Oracle
3. Report by Ambassador
4. Report by Sage
5. Report by Wizard Marshall
6. Report by Financier
7. Report by Magistrate
8. Comments by Govenor
9. Pressing Issues
- 10 Citizen's Concerns
 - Floor open to public
11. Quest/Event work
12. Closing remarks/comments